

the simulated animate being include arms, legs, a trunk and a head.

29.(New) The method of claim 27 wherein the machine- or computer-controllable object simulating an object or animate being is a computer-controllable object.

A1 30.(New) A method of controlling a machine- or computer-controllable object simulating an object or animate being moving inherently and/or totally, the object having a plurality of individually movable parts, using the input device of claim 2, said method comprising manually operating said input device in order to control the kinematics of at least one of the parts of the object.

31.(New) The method of claim 30 wherein the computer-controllable object simulates an animate being and the parts of the simulated animate being include arms, legs, a trunk and a head.

32.(New) The method of claim 30 wherein the machine- or computer-controllable object simulating an object or animate being is a computer-controllable object.

33.(New) A method of controlling a machine- or computer-controllable object simulating an object or animate being moving inherently and/or totally, the object having a plurality of individually movable parts, using the input device of claim 3, said method comprising manually operating said input device in order to control the kinematics of at least one of the parts of the object.

34.(New) The method of claim 33 wherein the computer-controllable object simulates an animate being and the parts of the simulated animate being include arms, legs, a trunk and a head.